

NISHIUMI et al.
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processing said data request command by processing circuitry in said player controller to initiate the transfer of data to said game program executing processing system;

sending a further command to said player controller to initiate a predetermined operation in said controller; and

processing said further command by processing circuitry in said player controller to perform said predetermined operation.--

--5. A method according to claim 1, wherein player controller includes a RAM and said further command is a write to RAM command.--

--6. A method according to claim 1, wherein player controller includes a joystick and said data request command initiates the transfer of joystick related data to said game program executing processing system.--

REMARKS

Favorable examination is earnestly solicited.

Respectfully submitted,

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